



Volume V, #30

## BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave  
When first we practice to deceive."

---Sir Walter Scott---



10 Jun 97

## AVALONCON BOUND!?!?

Well, Boris has sent in his registration for AvalonCo and has a room reserved (3rd on the waiting list for the Con rate of \$69/night). Folks that might want to share the cost of the room or some of the driving there (hint, hint: Jack & Tony) should let me know fairly quickly before my practical side kicks in and cancels like last year.

CIRCUS MAXIMUS is our next game. Signed up are Dave Anderson, Ron Fisher, Phil Nast, and Pitt Crandlemire. These worthies should send prep points and driver names and preferred colors for two chariots, specifying which is primary. If we end up with 5 or less players, we'll race two chariots apiece, otherwise one. Hopefully we can get "Flip" Fryling and Paul Zieske back for an encore. See p 6 for current House Rules.

AGE OF RENAISSANCE was the second top choice. See p 15 for description of the proposed pbm system. If we get more interest, we could start this in a couple of months when DWTK or MR ends.

We offer for your consideration on p 7 a map for "Balkan Wars VI", a DIP variant devised by Brad Wilson. Rules are on p 18. Any interest in this game?

**STANDBY ALERT:** We have possible openings for the following positions:  
"Boris X": England

## BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** It is better to create than to be learned: creating is the true essence of life.

--- Reinhold Niebuhr

Our sortie to California netted us copies of SETTLERS OF CATAAN, EURORAILS, AIR BARON and IRON DRAGON, as well as copies of 1856 and 1870 for neighbor TJ Klaueutia, who, by the time you get this, will be a newlywed. These games can now be added to our repertoire.

Andy York ("Boris X", LIFT OFF!) is stepping down as editor of *Pontevedris*, handing it and the Boardman Number Custodianship to the legendary Conrad von Metzke. He is also winding down his sine *Rambling Way* to a fold.

Thanks to Debbie Osborne for a 35 page set of rules for a postal variant of MAGIC REALM, "Hell's Eye".

Dave Anderson has changed AREA code again, from 813 to 810 and now to 248. Boris is due to change his too in the next year or so, so watch out.

Brad Wilson has moved (see p 19). He's desperate for DIP standbys and still plans to host Vertigo Games come Labor Day weekend. Drop him a line if interested in either.

## BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to John Butitta for his final LIFTOFF! press.

This month's Ms Nar Super-Sudsy Bomb is lobbed at Dave Anderson for his ADV CIV Press. "I will not countenance such arrogance -- it's a negative emotion."

**PERSONAL COMMUNICATIONS HERE (MAYBE):**

**DEADLINE FOR ALL GAMES IS NOON (CDT) 5 JUL 97**



AUSTRIA OUT!

France Returns!

Spring 1908

X

1996G

ERRATA: German A Boh-Gal failed. France has 5 centers and 4 units so may build 1. Turkey has eleven centers and 8 units so could build three, but CON is occupied so may build up to two.

MINAS MORGUL: Austria has thrown in the towel in deference to Italy's bold revival, but Italy, befuddled by new Chianti, failed to take advantage of it. It's the Brit's turn to nap as Germany occupies another British dot. The French are back, but whither to? Turkey continues to grind on, aiding puppet Russia's reclamation of WAR, but perhaps at the cost of VIE.

#### TROOP MOVEMENTS

Austria retreats A VEN otb; Austria is OUT. England is NMR so GM disbands F TYN IAW Rule XIV.4. France builds F MAR. Germany builds F KIE. Italy builds F ROM. Turkey builds A ANK and F SMY.

ENG (Fisher): NMR F Nwy H(u, r-???) F Mid H(u), A Naf H(u), A Fin H(u)  
FRA (Deb Osborne): F Tun H, A Par S A Gas-Bre, A Gas-Bre, A Spa-Por, F Mar-Spa(sc);  
GER (Boyom): F Swe-Nwy, F Lon-Eng, [A War S A SII](r-???) A Mun-Tri, A Boh-Vie, A SII S  
A War, A Bel-Plo, F Nth S F Swe-Nwy, F Kie-Bal;

ITA (McCabe): F Apu H(u), [F Nap-Tyn](nsu), [F Rom S F Nap-Tyn].

RUS (Anderson): A Mos S F StP(sc), A Lvn-War, F StP(sc) does the Tango on Lake Lagoda  
during the Spring thaw;

TUR (York): F Aeg-Ion, Flon-Tyn, F Con-Aeg, A Ukr S RUS A Lvn-War, A Alb-Tri, F Adr S A  
Alb-Tri, A Ven H, A Gal S RUS A Lvn-War, F Smy-Eas, A Ank-Arm.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible;  
ned = unit not so ordered; nsu = no such place; nsu = no such unit; otb = off the board; otm =  
unit on the move; (u) = unit unordered. English F NWY must retreat otb or to BAR. NRG,  
or SKA. German A WAR may retreat otb or to PRU.

Due next time are retreat, builds/tears and orders for Fall 1908.

#### EMBASSY BEAT

PARIS: The Beaujolais was excellent. The bouquet! The color! What do you mean we missed  
a season of fighting? Frenchman to the front! (Hide the Beaujolais.)

RUSSIA-GERMANY: When I reclaim WAR from you and maybe one other, then I can turn  
my attentions elsewhere, but, right now, I'm between the two biggest powers. I want some  
dots to persuade me who to switch my allegiance to.

\*Achilleus\*--continued from p 4

PV: MTI(PM); PVI: GaD(RM), GaV(C,PM), Hin, LIn(RM), PPI(OM), PSD(c), Tur(c,OM),  
UIn(BM), Zag(BM),

RIV: Bal(3,C,RM), Hig(c,f); RV: EIn; RVI: Lev(AM), UTI(RM), WAN(C,RM)

WI: LTI(2,C,F).

Fleets: Atl(AB), Bla(R), BoB(P), EMS(2R), Ind(A), Nth(P), Red(G), SCS(R), SoJ(O), WMS(A).  
Vacant: Ara(C,GM), Aus, EGh(c), EST, Kor, LRh, Mad, NEP, NGu, WGr



## Turkey Stumbles! Powers Manuever!

XL

Spring 1902

1997D

**MIRKWOOD:** No succor it seems for Austria, save that the new Italian fleets appear to be headed west and that the Turk is a bit befuddled as to what he has where. The Anglo-German Alliance is beginning to make itself felt against the common Teuton foe. But where does *La Belle France* fit into this? Will she be a victim of a grisly dismemberment come 1903?

### TROOP MOVEMENTS

**AUSTRIA** (Boyum): [A Ser-Bud], [A Bud-Vie], [F Gre-Bul(sc)];  
**ENGLAND** (Anderson): A Nwy-Swe, F Nrg-Nwy, F Nth-Ska, F Edi-Nth;  
**FRANCE** (Martinson): A Spa-Gas, A Bur H, F Por-Mid, A Bre-Pic, A Par S A Bur;  
**GERMANY** (Guner): A Den S ENG A Nwy-Swe, A Ruh-Mun, F Bel H, A Kie-Hol, A Mun-Boh;  
**ITALY** (Wilson): F Tun S F Nap-Ion, A Ven S A Tri, A Tri S RUS A Bud-Vie, F Nap-Ion, F Rom-Tyn;  
**RUSSIA** (Gorham): [F Swe S A StP-Fin](r-???), A StP-Fin, [A Vie S A War-Gal], [F Rum-Sev], A Moa-StP, [A Sev-Rum], A War-Gal;  
**TURKEY** (Goranson): A Ank H(u), [A Bul S A Con], F Con-Aeg, F Smy-Eas, [A Con S A Bul](nsu).

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nsu = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered. Russian F SWE must retreat otb or to BAL or BOT.

Due next time are orders for Fall 1901:

### EMBASSY BEAT

**AUSTRIA-FRANCE** - Herr Pariser, kindly stuff yourself.

**AUSTRIA-ITALY** - Pabst Karl der XIII, if you don't mind I'd like to see you heading in a westerly direction. Our French friend needs his comeuppance. Please deliver it.

**AUSTRIA-TURKEY** - A little help with the Russian interloper would be appreciated. If your thirst for cheap wine is sated, how about joining in on the fight. Do I have to fight alone?

**GERMANY to ITALY** - Sooo... You like Dreadnoughts.

**GERMANY to FRANCE, TURKEY & AUSTRIA** - Il Duce likes Dreadnoughts.

**LONDON:** The King cried out "Minister Anderson, come quickly! What do you make of this paper?"

Anderson looked at the paper and burst, "Well, it has black ink and paper and it has letters and, oh! it even has a comics page! Do you mind if I look at 'The Far Side'?"

"No, no, no, look at the headline," the King insisted.

"FRENCH GAS ATTACK GERMANS" -- *Reich Sentinel*.

"Well, what should we respond with?" the King blurted.

"Your Highness, we should respond by immediately sending a shipment of milk of magnesia to French to keep from having gas problems again and send the Germans some Pepto-Bismol to soothe their upset stomachs and then they might be buddy-buddy and we can all sing campfire songs and sing 'Kumbaya' and "Down By the Riverside" and maybe even roast marshmallows and then we'll all sing the Barney song, 'I Love You: You Love Me'. Then we'll all say "Goodnight, Matt. Goodnight, Peter. Goodnight, Paul. Goodnight, Mary and goodnight, Mrs Calabash, wherever you are!"

The King just glared. "Minister, you are dismissed for now and go check your hypoglycemia while you're at it!"

"Okey, Dokey!" the Minister said as he left the throne room.

**PARIS-BERLIN** - Give me BEL and we'll talk.

**PARIS-ROME**: Change of plans in SPA.



## ACHILLEUS

### Epoch VI

1800-1990 A.D.



THE BOARD:

Dan Farrow: Red  
Debbie Osborne: Azure  
Paul Zieske: Pule

Kevin Wilson: Green  
John Bryden: Black  
Dave Anderson: Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play 1F in either Atl or Pac as well as Car), and Epoch VII.

#### THE BOARD:

AI: GLa, GPI; AIII: Alb(3, AM), Cau, EAn; AIV: Cey, EDe(C, AM), Sum;  
AV: BSb, Pyr, Sea, Sha(PM), Sib; AVI: Wib (C, ...  
BIII: Gol(c,f), WGa; BIV: GaD(2, RM), Irr, WSt;  
BV: CEu(C), CMa, Dal, NAp, NGa(c, AM), SAp(PM);  
GI: CAF, EAF; GIV: Ara(C, GM), Lib, Nil(AM), Nub(GM), Pal;  
GV: EGH(c), WDe; GVI: Mex(2, C), NAn(2, C, Science);  
GIV: Dan, Mal(c,f); OV: Che, GPC(GM), Hok(c, OM), Hon, Man, Mon, Sse(c), Tar(PM),  
Wei(GM), Yan, Yel; OVI: Tur(C, OM).

PII: CAM(C, f), Gui; PIII: Cre(2, c, f), Dni(2), Ire(2), Mor, Pin(2, c, f, BM);

PIV: Mek(2, C, f), SIK, UNI; PV: MTi(PM);

RIII: Lin(RM), PSD(2, C); RIV: Bal(3, C, RM), Hig(c, f); RV: Elm;

RVI: GaV, Hin, Lev(AM), PPI(OM), Uln(BM), UTi(RM), WAn(C, RM), Zag(BM)

WI: LTi(2, C, F).

Fleets: Bla(R), BoB(G), EMS(2R), Nth(P), Red(G), SCS(R), SoJ(O), WMS

SCORE (SP/VP): A(48/84+), B(49+/114+), G(52/181), P(54+/134+), R(58/138), O(66/114).

#### EPOCH VI (CONTINUED):

PORTUGAL (A): Play 1A.C, AM @ Wib (-1B!!!), 1F @ Atl, 1F @ Ind, 1A @ Win, 1A @ Bra, 1A @ Pat, 1A @ SAn, 1A @ NAn (6,3:6; 6,3:5; 3,1:1 -2GVI, C +c; Science moves to Wib), 1A Con, 1A SAI. Score: 84 + C(2x2) + c(1) + M(3x2 + 1) + S(1) + Mid E(P=2) + N Afr(P=2) + Ind(P=3) + 5 Eur(P=2) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) + N Amer(D=2) + S Amer(D=4) + SS Afr(P=1) - 118.

SPAIN (B): Play "Famine" in N America (-1A @ Mex). Play "Elite Troops". Play 1A.C @ Pyr (1AV-R-Sib), 1F @ Atl, 1A @ Dee, 1A @ App, 1A @ GLa (5,5,1:4), 4A @ GPI (3,1,1:4 <close Elite> 3,2:3; 3,1:4; 3,3:5; 2,1:1 -SBVI, 1A), 1A @ PSb, 2A @ Mex (4,2:5,4; 6,8:5,3 -BVII, -1GV, C +c), 3A @ CAM (3,1:5+1,2; 5,1:6+1,2; 6,2:3+1,3 -2BVI, 1PI, f, C +c). Score: 114 + C(2x2) + c(4) + M(3) + India(P=3) + S Eur(D=4) + N Eur(P=2) + SE Asia(P=2) + Eurasia(P=1) + N Amer(D=2) + SS Afr(P=1) = 140.

MAGHAIS (P): Play "Black Death" in Mid E & India: Ara (1 -1GIV), Pal (2), Lev (2), UTi (3), MTi (2), LTi (6,4), WAn (6), EAn (2), Zag (2), PPI (5), PSD (6,3), Hin (1 -1RVI), Uln (2), Lin (4), GaV (2), WDe (4), GaD (6,2), EDe (4), EGH (1 -1GV, 1F @ BoB), Cey (5). Play 1A.C, PM @ GaV (-Uln), 1A @ GaD (2,1:1; 5,1:1 -2BVI), 1A @ Uln (5,1:3; 5,2:1 -2RVI), 1A @ Lin (5,1:4 -1RVI), 1A @ Hin, 1A @ Tur (6,4:6; 1,1:1; 5,1:1 -1OIC, C +c), 2A @ PPI (3,1:5; 6,5:2 -1PVI, RVI), 1A @ Zag (5,3:1 -1RVI), 2A @ PSD (6,5:4; 4,1:6; 6,5:6; 6,1:2 -2RVI, 1PVI, C +c), 1F @ BoB). Score: 134 + C(2x2) + c(4) + M(2x2 + 6) + S(2) + Mid E(D=4) + N Afr(P=2) + China(P=3) + India(D=6) + SE Eur(P=2) + N Eur(P=2) + SE Asia(P=1) + S Amer(P=2) =.

SCORE (SP/VP): A(48/118), G(52/181), R(58/138), B(64/140), P(66/178), O(66/114).

Your Epoch VII empire draw is \_\_\_\_\_. Pass/hold druthers (and orders for Russia should you get passed it or want to hold it) are due ASAP.

#### THE BOARD:

AIII: Alb(3, AM), Cau, EAn; AIV: Cey, EDe(C, AM), Sum; AV: BSb, Sea, Sha(PM), Sib; AVI: Bra, Con, NAn(c), Pat, SAI, SAn, Wib (C, AM, Science).

BIII: Gol(c,f), WGa; BIV: Irr, WSt; BV: CEu(C), CMa, Dal, NAp, NGa(c, AM), SAp(PM); BVI: CAM(c), GLa, GPI, Mex(c), Pyr(C).

GI: CAF, EAF; GIV: Ara(C, GM), Lib, Nil(AM), Nub(GM), Pal; GV: EGH(c), WDe; GIV: Dan, Mal(c,f); OV: Che, GPC(GM), Hok(c, OM), Hon, Man, Mon, Sse(c), Tar(PM), Wei(GM), Yan, Yel.

PII: Gui; PIII: Cre(2, c, f), Dni(2), Ire(2), Mor, Pin(2, c, f, BM); PIV: Mek(2, C, f), SIK, UNI; ---Continued on p 2

# DOWN WITH THE KING

Alan Overthrown!!

Turn 10



## The Cast (in Turn 10 movement order):

Marquise Ruth (#63, MC): 16/35 PP, 0 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11  
 Lord Richard (#14, MC): 95/21 PP, 17 IP, 12C, #41(H), #13(H), #46, K Alan  
 Baroness Mary (#64): 15 PP, 1 IP, 15C: #34, #21, #44  
 Sir Michael (#15): 15 PP, 0 IP, 15C: #36, #35(H), #24, #25  
 Duchess Elisabeth (#62): 18/25 PP, 29 IP, 13C, #66(H, Ba), #55, #52, #56, #33, #51, #46

## The Cabinet:

Monarch: King Alan (100 Sup, Ri)  
 Navy: Sir James (#22, Ru)  
 State: Duke Marley (#44, Ma)  
 Trade: Knight William (#26)  
 Epalin: Sir Drew (#11)  
 Sandarkan: Sir Charles (#24)  
 City State: Sir Malcolm (#13, Ri)

Consort: <Vacant>  
 High Minister: Lord Percival (#41, Ri)  
 Army: Duke Roland (#42, Ru)  
 Justice: Earl Duncan (#34, Ma)  
 Besysan: Earl Maxwell (#32, Ru)  
 Cronos: Knight Dale (#25, Ru)  
 Treasury: Duke Henry (#43)

ROYAL DEATHS: Alfred, Almery, Catherine, Phillip, George, John

## Turn 10

### 3. POLITICAL PROBLEMS:

Economic Crisis (Duke Henry: 6 - autofail. -10 to Monarch's Support):

Foreign War (Duke Roland ignores the problem. -10 to Monarch's Support = 80)

4. CROWN EVENT: Intrigue. Ruth draws "Clergy Support" from Sir Michael, "Amnesty" from Duchess Elisabeth, and "Evidence" from Baroness Mary. All cards drawn go to the discard pile.

### 5. PLAYER TURNS:

Marquise Ruth gains 1 IP, Recruits Ministry of the Treasury Duke Henry (#43) and Jane the Mistress (7+2 PP), makes Duke Henry a Henchman, rolls on the fashion Table (7+2 = 9 Smart, gain 2 PP). Has Thomas, abetted by Jane, usurp the throne!

### USURPATION RESOLUTION:

ALAN (7x2/2) + Richard(4) + FAC(21) + MSV(+20) + Navy Support(4x4) + Foreign Support City States (2x3) = 74.

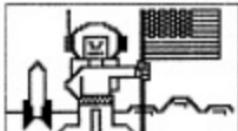
THOMAS (3/2) + Ruth(4) + FAC(42) + FARC (2) + Peasant Support(1x4) + Foreign Support Cronos(5x3) & Epalin (3x4) = 82.

Alan and Richard are executed. Richard loses half his PPs and IPs, all his modifiers and all played support cards and begins anew next turn as Sir Richard Jr. King Thomas has an initial Monarch Support of 70. Turn 11 Crown Event automatically "Court Ball".

We pause to let the factions re-evaluate their Turn 10 orders. Due next time are orders for Mary, Michael, and Elisabeth.

### Status

Marquise Ruth (#63, MC): 18/35 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #23, #65, #11, K Thomas II  
 Sir Richard (#14): 37/21 PP, 9 IP, 12C, #41(H), #13(H), #46  
 Baroness Mary (#64): 15 PP, 1 IP, 15C: #34, #21, #44  
 Sir Michael (#15): 15 PP, 0 IP, 15C: #36, #35(H), #24, #25  
 Duchess Elisabeth (#62): 18/25 PP, 29 IP, 13C, #66(H, Ba), #55, #52, #56, #33, #51, #46



# LIFTOFF! VICTORS SPEAK! 1968



## THE CAST:

Andorra  
Duchy of Grand Fenwick  
Republic of Texas  
Spain  
Sweden

(Dave Anderson)  
(John Buttitta)  
(Andy York)  
(Dan Farrow)  
(Al Bargender)

## PRESS:

**SWEDEN:** Many thanks to Dave Anderson. I was extremely lucky to be selected as Andorra's partner. There is no way I could've won this game on my own. Too many bad safety rolls and lost astronauts. My capsules' safety factors were react at least twice. Also we were extremely lucky to make all the safety checks. I estimate our odds for a successful lunar mission were somewhat less than 1%.

**ANDORRA:** First STELLAR CONQUEST with a tie and now LIFTOFF! with a joint victory. Not bad, not bad at all. Thanks to all the players and Boris for running it, and thanks especially to Sweden for making the other missions that helped bring us home.

**DUCHY OF GRAND FENWICK:** After the narrow escape from disaster by Tully Beacombe and Milo Prevoir, Duchess Glorianna forbade any more attempt to launch space rockets. There were no protests. Fortunately, the grape harvest for the last few years had been bountiful and Premier Cru - Grand Fenwick reached exceptional qualities - the price rose rapidly and the Grand Fenwick economy recovered nicely to its previous healthy level. It was also helped by the generous purchase of all spare rocket parts, diagrams and notes by a Mr "Jon Doe" from the American embassy in Paris. The purchase price was enough to keep the Dutchy in the black for the next several hundred years. In honor of the program, a new Winery was built and dedicated as the "Winky LaFontaine & Guido Gasperdi Winery". The Dutchy of Grand Fenwick retreated again to obscurity and out of the world's notice - for now.

## CIRCUS MAXIMUS HOUSE RULES

1. The standard rules, as modified by errata, clarifications, and revisions in The General, will be used except as modified below. We will be using the Advanced Rules (chariot wrecks, dragged drivers, etc), but not the Campaign Rules (skulduggery, bribes).
2. Players will submit prep points, charioteer's name, and team colors to the GM. The Mighty Ms Nar will randomly determine the final chariot attributes and their starting lanes. In case of tie for names/colors, Ms Nar will assign some to the losers of her coin/die toss.
3. Any chariot starting from a full stop will be penalized as if under Rule 6.9, second paragraph.
4. If there are five or less participants, each player will run two chariots. The extra two chariots will be randomly assigned to lanes "stacked" on another chariot (they in effect share the same starting lane). If there are more than ten players, more than one race will be run.
5. During the race, players should submit reasonably detailed orders to cover multiple situations as they will not know the order of movement until it is their turn (E-Mail players could be advised of prior moves, and respond quickly).
6. Minimal orders are: "Speed, Whip? attack whom/how, brake/evade from attacks." Be as specific as you can be (I'll take a driver-to-driver whip attack, but I'll brake for a cart-to-horse or cart-to-cart. Evade if can't brake, unless doing so would move me within two of wall unless attacker can't follow, then evade. Would like to end in Lane
7. Ms Nar will execute all the dice rolls.

We have Anderson, Crandlemire, and Fisher signed up. Could use a few more.

Nast





??? IS ???

OR 5.2 Corrected



**Corrections:** The previous payout for NYNH was \$10 more than it should have been. Subtract \$5 from Chinnery and \$1 from Fisher, Butitta & Farrow. CPR was not allowed to play tile #58 in B20, due to the ownership of the C&SL is still owned by Ringhoffer. CPR has instead placed tile #7 in B18(nw). The game map has not been correct with tile layouts, tiles #57 in J14(sw) and #9 in I17(w). I apologize for any trouble it may have caused.

Now for the really bad part, I misplaced John Ringhoffer's orders for Stock Round #6. Thus I am imposing a halt in the action. Everyone may send in new stock round orders if you wish (John, please send them to me again... (sorry)).

**OR #5.2**

**Private Company Distributions:** +\$5 Fisher, +\$10 Ringhoffer, +\$15 CPR & +\$45 PRR

**Public Companies:**

B&O - H16 already upgraded, place token in H18(w) for \$40, run train - I15-H16-H18 for \$120, withhold dividends! Stock falls to C 100, purchase 1-4" train for \$300, treasury = (\$260-\$40+\$120-\$300) = \$40

NYNH - Upgrade F22 w/tile #15(w), run trains - G19-F20-F22 for \$80 and F22-F24-E23 for \$70, payout dividends +\$75 Chinnery, +\$15 Fisher, +\$15 Butitta & +\$15 Farrow. Stock moves to B 100, no train purchase, treasury = \$520

NYC - Lay tile #9 in F18(ne), no run - stock falls to A 82, no train purchase, treasury = \$602

CPR - Lay tile #57 and token in F16(e), no run - stock falls to D 66, no train purchase, treasury = (\$500+\$15-\$120) = \$395

C&O - Upgrade G5 w/tile #28(w), run train - F2-F6-G7-F10 for \$90, payout dividends +\$45 Ringhoffer, +\$9 Fisher & +\$36 C&O, stock moves to G 70, no train purchase, treasury = (\$382+\$36) = \$418

PRR - Lay tile #2 in G17(sw), run train - I15-H16-H18 for \$120, payout dividends +\$60 Hanna, +\$12 Fisher & +\$48 PRR, stock moves to H 68, no train purchase, treasury = (\$1+\$45+\$48) = \$94

**PLAYER STATUS**

Hanna	\$93.5-PRR(P), 6-NYC(P) (Priority)
Chinnery	\$179.5-NYNH(P), 1-B&O
Fisher	\$151. SVNR, 3-B&O, 1-PRR, 1-C&O, 1-NYNH
Butitta	\$163.5-B&O(P), 1-NYNH
Ringhoffer	\$195. C&SL, 5-C&O(P), 1-B&O
Farrow	\$183.5-CPR(P), 1-NYNH

**CORPORATION STATUS**

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens	P.C.'s
B&O	C 100	0	--	---	\$40	"3" & "4"	I15, H18w (1)	
NYNH	B 100	0	2	\$100	\$520	2-3"	G19, F22 (0)	
NYC	A 82	0	4	\$100	\$602	"3"	E19, (3)	
CPR	D 66	1	4	\$82	\$895	"3"	A19, F16 (2) D&H	
C&O	G 70	4	-	---	\$418	"4"	F6, (2)	
PRR	H 68	4	-	---	\$94	"4"	H12, H16 (2) M&H, C&A	

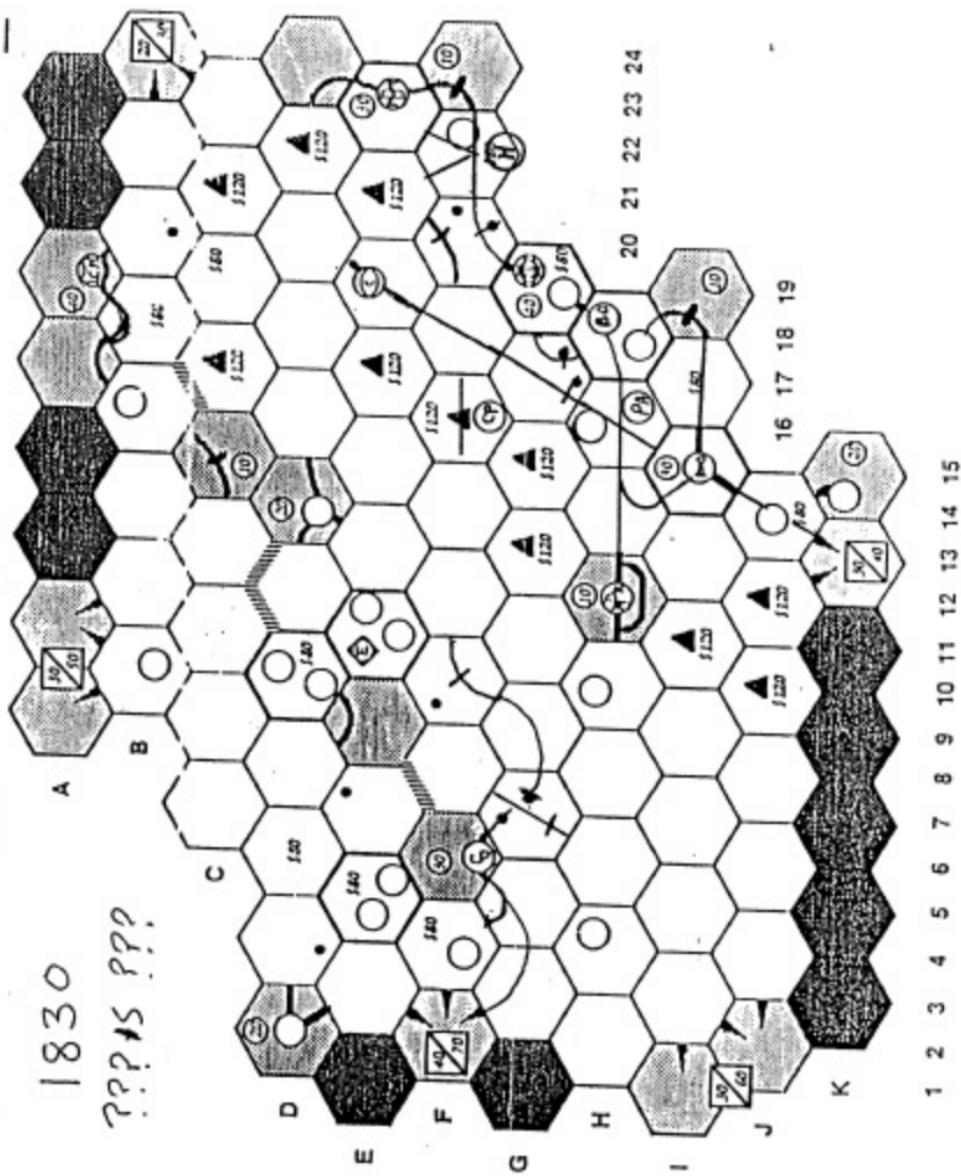
**Trains Available:** 4 555 66 DDDDDDD

**Tiles Available:**

**Yellow:** #3(2), #4(2), #7(3), #8(6), #9(5), #55(1), #56(1), #57(1), #58(1)

**Green:** #14(2), #15(1), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #26(1), #27(0), #28(0), #29(1), #53(1), #54(1), #59(1)

Due for next month are orders for Stock Round #6. Deadline 2 Jul 97 to Mark.



1856

THE GREAT WHITE NORTH

CGR BUYS DIESEL



OR 6.2 &amp; 6.3

**ERRATA:** CGR kept 3 4-trains; CGR treasury \$161 (WR reached its destination); CGR has bridge and tunnel rights; certificate limit is 10

**PLAYER HOLDINGS:** (\*) - presidents certificate; limit = 10)

Quist	\$78	5LPS*	4CGR [priority]
Butitta	\$92	4CPR*	2CGR
Worrellmann	\$427	5GT, 2LPS, 1CPR, 3CGR	
Parrow	\$57	5THB*, 1GT, 3CGR	
Zieske	\$209	5GT*	
Chinnery	\$104	2CPR, 4CGR*	

**COMPANY STATUS**

Name	Pres	Value	Pool	IO	Par	Treas	Trains	Tokens
GT	PZ	D175	1	-	n/a	\$115	5	2
LPS	MQ	E100	3	-	n/a	\$0	5	0
CGR	DC	A100	3	1	100	\$161	444	3 bridge & tunnel rights
CPR	JB	F90	3	-	n/a	\$225	45	1
THB	DF	A90	0	4	100	\$507	5	1

**OPERATING ROUND 6.2**

**GT:** Lays tile #124 in N11. Runs Q8-P9-N11-L13-L11 (\$240). Pays dividends (PZ+120, WW+72, DF+24, GT+24); price to D200. Buys no train. (\$115 + 24 - \$1:

**LPS:** Lays tile #63 in D17. Runs B13-C14-F15-F17-D17 (\$230). Pays dividends. (MQ+115, WW+46, LPS+69); price to E110. Buys tunnel rights from bank. Buys no train. (\$0 + 69 - 50 - \$19)

**CGR:** Lays tile #123 in L15. Runs P9-N11-L13-L11 (\$220), L11-C16-O18-P17 (\$180), and B13-C14-F15-F17 (\$200). Retains earnings; price stays at A100. Trades in 4-train for diesel. (\$161 + 600 - 750 - \$11)

**PHASE CHANGE!** 4-trains rust; values change for (some) red cities

**CPR:** Lays tile #7 in I10(e). Places \$100 token in N11. Runs Q8-P9-N11-L13-L15-O16 (\$300). Pays dividends (JB+120, DC+60, WW+30, CPR+90); price to E100. Buys no train. (\$225 - 100 + 90 - \$215)

**THB:** Lays tile #39 in N15(nw). Places \$40 token in L13. Runs Q8-P9-N11-L13-L15. (\$270) Pays dividends (DF+162); price rises to A100b. Buys no train.

**OPERATING ROUND 6.3**

**GT:** Lays tile #14 in L13(w). Runs Q8-P9-N11-L13-L11 (\$280). Pays dividends (PZ+140, WW+84, DF+28, GT+28); price to D225. Buys no train. (\$139 + 28 - \$1:

**LPS:** Lays tile #6 in H15(n). Runs B13-C14-F15-F17-D17 (\$240). Pays dividends. (MQ+120, WW+48, LPS+72); price to E125. Buys no train. (\$19 + 72 - \$91)

**CPR:** Lays tile #9 in M6(w) (downgrade of small station). Runs Q8-P9-N11-L13-L15-N17 (\$330). Pays dividends (JB+132, DC+66, WW+38, CPR+99); price to E110. Buys no train. (\$215 + 99 - \$314)

**CGR:** Lays tile #24 in M16(nw). Runs P17-O16-O18-N17-L15-L13-N11-N9-M4-N3-O2. (\$510) Pays dividends (DC+102, MQ+102, WW+77, DF+77, JB+51, CGR+77); price rises to A110a. Buys no train. (\$11 + 77 - \$88)

**THB:** Lays no tile. Runs Q8-P9-N11-L13-L15. (\$280) Pays dividends (DF+168); price rises to A110b. Buys no train.

**PLAYER HOLDINGS:** (\*) - presidents certificate; limit = 10)

Quist	\$415	5LPS*	4CGR [priority]
Butitta	\$395	4CPR*	2CGR
Worrellmann	\$817	5GT, 2LPS, 1CPR, 3CGR	

Farrow \$516 6THB\*, 1GT, 5CGR  
 Zieske \$469 5GT\*  
 Chinnery \$332 2CPR, 4CGR\*

### COMPANY STATUS

Name	Pres	Value	Pool	10	Par	Tress	Trains	Tokens
GT	P2	D225	1	-	n/a	\$167	5	2
LPS	MQ	E125	3	-	n/a	\$91	5	0 tunnel
CPR	JB	E110	3	-	n/a	\$314	6	0
CGR	DC	A110a	3	1	100	\$88	D	3 both
THB	DF	A100b	0	4	100	\$467	5	0

### TRAINS AVAILABLE:

6.DD.... Train limit is 2, except 3 for CGR.

The bank has \$7,929.

### TILES:

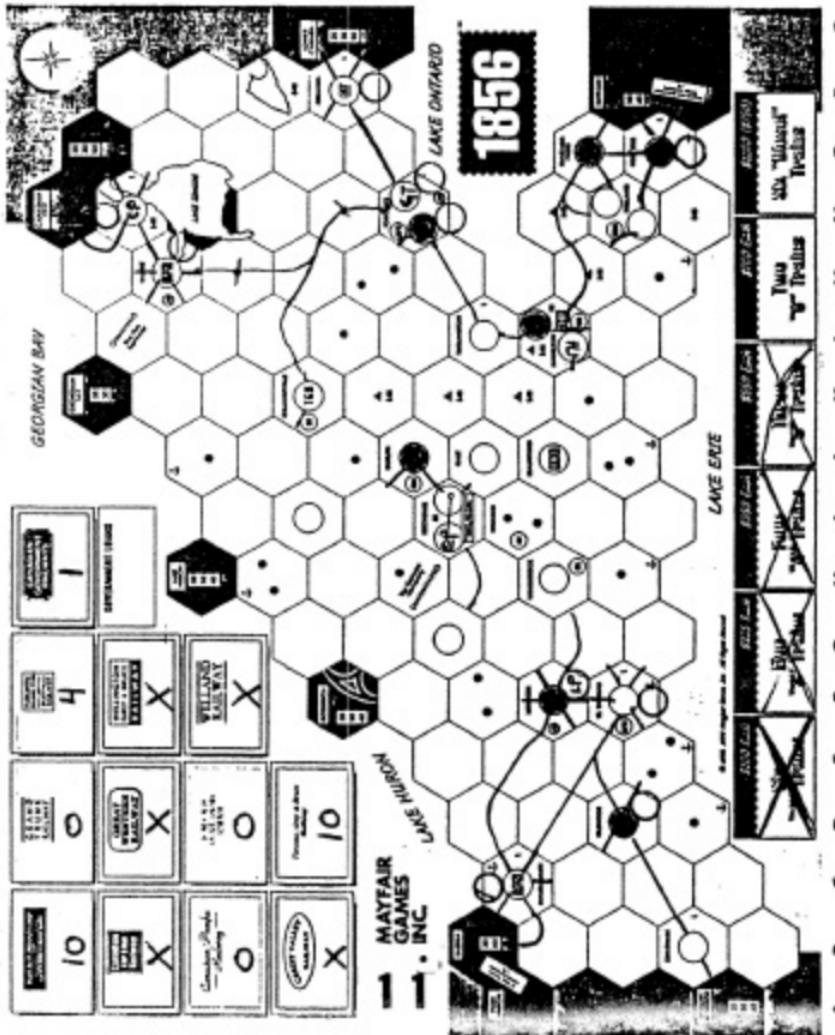
Yellow: 1,2,3(3),4(3),5,7(4),8(9),9(8),55,56,57(3),58(2),69;

Green: 14(2),15(3),16,17,18,19,20,23(3),24(2),25,26,27,28,29,59(2);

Brown: 40,41(3),42(3),43(2),44,45(2),46(2),47(2),63(3),65,68,70

Due next time: SR7. There is a lot of money out there, and control of CGR is in doubt, so this could be long and complicated. Please send a prioritized list of different ways to invest your money. Orders due to Chuck 2 Jul 97.

- 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21



**JAMES WEST  
PHASE CHANGE!  
OR 7.1**

**1870**



**ERRATA:** Cotton Belt is at D76 and thus operates between MP & KATY. Farrow has \$27 & 7MP. IC has one share in the Pool.

**PLAYER STATUS**

Zieske	\$25, GRS, 6 FW(Pres)
Worrelmann	\$50, 6 SLSF(Pres), 1 GM&O
Quist	\$14, 7 KATY(Pres), 1 IC <Priority>
Hanna	\$51, 6 AT&SF(Pres), 6 GM&O(Pres)
Farrow	\$27, 7 MP(Pres), 1 GM&O
Chinnery	\$124, 4 IC(Pres), 5 CB(Pres)

**CORPORATION STATUS (\*reissued)**

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Dest
SLSF	F100	1*	8	\$100*	\$367	3	E12,H13c,(1)	SC	M22
FW	A100	4	0	\$100	\$1000	---	(3)		A2
MP	B90	3	0	\$90	\$512	33	C18(2)	0, MRB	J5
CB	D76	4	1	\$82	\$820	---	(3)		J8
KATY	H72	0	2	\$68	\$58	3	B11,H13(1)	1	N1
IC	F72	4	1	\$76	\$398	3	K16,M20(1)	0, GS	A22
GM&O	E72	1	0	\$72	\$140	44	M20,K16(2)	1	C18
AT&SF	G50	4	0	\$68	\$360	3	B9,B11(1)	0, MKT	N1

**OR 7.1**

Privates pay Zieske \$5, MP & SLSF \$10, IC \$15, and ATSF \$20.

**SLSF:** Lay Tile #9 in F13(se) <-\$60> and #7 in E10(e). Run B11-E12-H13c (\$100). Pay dividends (WW +\$60, SLSF +\$10); price soars to F110. Buy 4-train (\$367+10-60+10-300 = \$27).

**FW:** Lay initial token in J3. Play Tile #5 in J3(e) & #6 in J5(ne). No train, no run, so price drops to A90. Buy 4-train (\$1000-300 = \$700).

**MP:** Lay Tile #14 in C18(sw). Run C18-B19-A22 (\$90) & C18-A22 (\$70). Pay dividends (DF +\$112, MP +\$48); price moves to B100.

**CB:** Play initial Token in H17. Lay #57 in H17(ne) <-\$60> & #8 in I16(se) <-\$60>. No run so price drops to D72. Buy 4-train (\$820-60-60-300 = \$400).

**KATY:** Lay #9 in K10(w) <-\$60> & #57 in F5(ne). Run B11-E12-H13 (\$90). Pay dividends (MQ +\$68, KATY +\$9); price moves to G76.

**IC:** Lay #14 in H17(se). Run H17-K16-M20 (\$90). Pay half dividends; price stays at F72. Buy 5-train (\$398+15+45+5-450 = \$13).

**PHASE CHANGE:** All privates are closed. Three ORs per turn after SR8. Brown tiles are available; all Red areas increase in value.

**GM&O:** Lay #8 in G16(se) & #9 in F17(sw). Run M22-M20 (\$60) & M22-M20-K16-H17 (\$120). Pay dividends (CH +\$98, GMO +\$36, DF +\$18, WW +\$18); price goes to E76.

**AT&SF:** Lay #8 in G4(se). Run B9-B11-E12 (\$90). Withhold, so price slumps to G40.

We'll halt here due to the phase change and one player's request to do so (and another's late orders. Due next are orders for OR 7.2 and SR 8. Quist has the priority.

**PLAYER STATUS**

Zieske	\$28, 6 FW(Pres)
Worrelmann	\$128, 6 SLSF(Pres), 1 GM&O
Quist	\$82, 7 KATY(Pres), 1 IC <Priority>
Hanna	\$149, 6 AT&SF(Pres), 6 GM&O(Pres)
Farrow	\$157, 7 MP(Pres), 1 GM&O

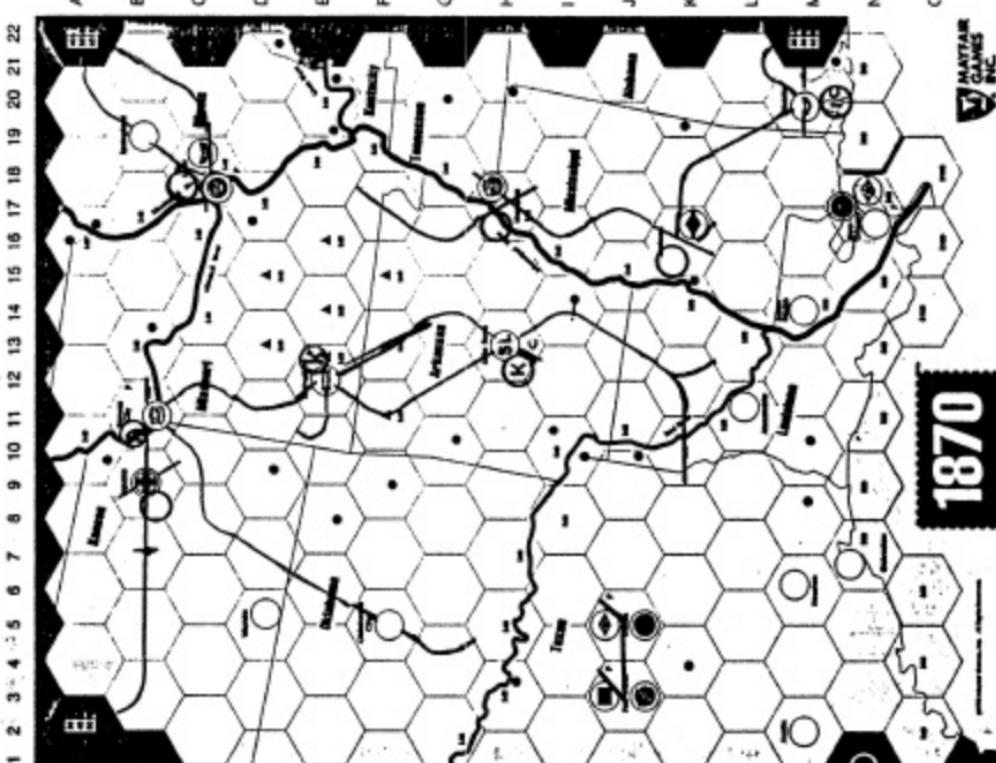
**CORPORATION STATUS** (\*reissued)

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Dest
SLSF	F110	1*	3	\$100*	\$27	34	E12,H18c,(1)	Cattle	M22
MP	B100	3	0	\$90	\$570	53	C18(2)		J5
FW	B90	4	0	\$100	\$700	4	J3(2)		A2
KATY	G76	0	2	\$68	\$15	5	B11,H18(1)	1	N1
GM&O	E76	1	0	\$72	\$104	44	M20,K16(2)	1	C18
IC	F72	4	1	\$76	\$13	95	K16,M20(1)	0	A22
CB	D72	4	1	\$82	\$400	4	H17(2)		J3
AT&SF	G40	4	0	\$68	\$470	8	B9,B11(1)	0,MKT	N1

**TRAINS AVAILABLE:** 555666888.10.10.12...

The Bank has \$8,215.

**TIRES AVAILABLE:** #1(1), #2(1), #3(3), #4(5), #5(1), #6(1), #7(7), #8(8), #9(13),  
 #14(0), #15(0), #16(2), #17(2), #18(2), #19(2), #20(2), #23(4), #24(4), #25(2), #26(2), #27(2),  
 #28(2), #29(2), #39(1), #40(2), #41(3), #42(3), #43(2), #44(1), #45(2), #46(2), #47(2), #55(1),  
 #56(1), #57(3), #58(3), #63(5), #69(1), #70(2), #141(2), #142(2), #143(1), #144(1), #145(2),  
 #146(2), #147(2), #170(4)



# ADV CIVILIZATION

Turns 11.9-11

**ERRATA:** Crete has METALWORKING, so Illyria has to remove 1T at Pannonia rather than Crete.

## TURN 11

### 11.9 CENSUS:

ILLYRIA: 1600 BC, 37T, 10t, 2 cities, 1 card, 105 CP  
 BABYLON: 1000 BC, 35T, 5t, 5 cities, 8 cards, 205 CP  
 AFRICA: 1000 BC, 33T, 14t, 4 cities, 6 cards, 245 CP  
 THRACE: 1200 BC, 30T, 12t, 4 cities, 3 cards, 190 CP  
 ASSYRIA: 1000 BC, 29T, 18t, 6 cities, 5 cards, 225 CP  
 EGYPT: 1600 BC, 28T, 19t, 5 cities, 5 cards, 130 CP  
 CRETE: 1000 BC, 26T, 11t, 4 cities, 5 cards, 130 CP  
 IBERIA: 1600 BC, 14T, 10t, 3 cities, 3 cards, 90 CP

11.9: **TRADE:** Egypt buys gold (-18t). Iberia and Illyria (4) receive 4 cards. Thrace & Crete (5) receive 5 cards. Africa & Egypt (6) receive 6 cards. Babylon (7) receives 7 cards (Stack II is exhausted). Assyria (8) receives 7 cards (Stack I is exhausted). Babylon trades Oil(x2) & \_\_\_\_\_ to Assyria for Spice, Bronze & \_\_\_\_\_. Iberia trades Salt, Iron, \_\_\_\_\_ & \_\_\_\_\_ to Babylon for Ochre, Bronze, Epidemic & \_\_\_\_\_. The rest decline to trade.

11.10: **CALAMITY RESOLUTION:** Babylon has four calamity cards. Ms Nar randomly selects two to go into effect.

Volcano/Earthquake: Babylon destroys Aleppo and reduces Antioch.

Civil War: Crete flips... Iberia flips ...., then assumes unflipped

Slave Revolt: Babylon has 4T "loyal", reduces Charex & Ur.

Flood: Thrace destroys...

Barbarian Horde: 1T @ Corduba (-1C, -5T, 2T remain), pass freely through Hispania, 1T @ Tarragonensis, 6T @ Pyrenees (-2IB, -1T, 2T remain), 4T @ Aquitania (-2IB, -1T, 3T remain).

Epidemic: Iberia loses up to 16 unit points, but must leave at least 1T in each area affected. Assigns \_\_\_\_ pts of losses to ....

### 11.11: ACQUIRE CIV CARDS:

Africa buys CLOTHMAKING for two Iron, 2 Timber, 2 Ochre, 11t, and 10 credit.

Assyria buys ENLIGHTENMENT (150) for four Oil, 25 credit, three Salt, 16t, one Dye, one Cloth, one Grain, and 2 Hides.

Babylon buys ENGINEERING (140) for 4 Spice and 30 credit.

Egypt buys ASTRONOMY for three Grain, three Timber, two Papyrus, and Gold.

**DUE NEXT TIME:** Rest of Turn 11 Resolve Calamities, and Buy CIV Card Phases. Turn 12 Taxation through Buying Gold. Remember, you only have 47 tokens (not 55) in play.

#### THE BOARD (not all Calamities Figured)

AFRICA (Naest): C @ Carthage, Cirta, Cyrene, Palermo, Thapsis, Tripoli; S @ Carthage, Phoenicia, W Mauritania; 2T @ Campania, Cyrenaica, Milazzo, Subrata, Tunisia, W Mauritania; 1T @ E Mauritania, Jalo, Libya, New Africa, Numidia, Phoenicia, Sahara, Tripolitania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING.

ASSYRIA (Deb Osborne): C @ Ankara, Gordium, Kanesh, Media, Miletus, Salamis, Sinope. 2T @ Antioch, Armenia, Bithynia, Cilicia, Cyprus, Mikop; 1T @ Cappadocia, Galatia, Kuban, Lycia, Nalchik, Phrygia, Van. MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carrhae, Sidon, Susa; 3T @ Charax, Syria, Ur; 2T @ Chaldaea, Damascus, Mari, Parthia, Sumeria; 1T @ Arabia, Jericho, Midian, Petra, Phoenicia, Tyre. COINAGE, MYSTICISM, POTTERY, ENGINEERING.

BARBARIANS (Nar): 5T @ Danubia; 3T @ Aquitania, Corduba, Pyrenees; 1T @ Hispania, Scythia, Tarragonensis.

CRETE (Boyum): C @ Argos, Eretria, Rhodes, Phaeacia, Sparta; 1S @ Thrace; 2T @ Chalcis, Delphi, Knossus, Thessaly; 1T @ Athens, Corinth, Dacia, Dalmatia, Germany, Macedonia, Pannonia, Paecnia, Thrace. METALWORKING, MYSTICISM.

EGYPT (Ringhoffer): C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt. 1S @ Jerusalem, Tyre; 3T @ Fayum, Memphis; 2T @ Alexandria, Tanis, Tyre, W Desert; 1T @ E

Desert, Nubia, Ptolemais, Sinai. MYSTICISM, METALWORKING, ASTRONOMY.

IBERIA (Farrow): C @ Ebusus, Massilia, Narbo; 1S @ Corduba; 2T @ Aquitania, Etruria; 1T @ Gaul, Rhaetia. CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Appollinis, Ithaca, Rome, Tarentum; 1S @ Rome, Tarentum; 3T @ Belgica, Germany, L Germany, Pannonia; 2T @ Londinium; 1T @ Dalmatia, Illyricum, Neapolis, Rhine, Rubicon, U Germany. DRAMA & POETRY.

THRACE (Zieske): C @ Moesia, Sardes, Thera, Thessalonica, Troy; 1S @ Byzantium, Caralia, Epirus, Lesbos; 3T @ Byzantium, Ionia; 2T @ Scythia; 1T @ Caralia, Corsica, Crimea, Dacia, Epirus, Lesbos, Thrace. DRAMA & POETRY, METALWORKING, MYSTICISM.

#### PRESS:

BABYLON: Instead of taking a road to war, I'm dedicating myself to the road to wealth! ENGINEERING will hopefully be able to give me MINING next time and with that the power to buy cards even cheaper especially when having only three Bronze can count as four! And one Gold card is worth 81 points to me and I already have COINAGE. So go ahead and fight, Africa and Egypt -- Illyria and everybody else!

Me and Assyria will trade amongst ourselves since no one else will trade with us or even call us. Disasters don't bother me, this turn. I am the master of disasters with having Volcano/Earthquake, Superstition, Epidemic, and Barbarian Horde all in my hands in one turn. TAKE CARE and have fun. If anyone wants to try peace and trading, call 1-248-683-3274 between 6 & 10 M-F.

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## AGE OF RENAISSANCE

### PBM Rules

#### Setup

The first report will be the initial card draws. The first orders due will be the initial bid amount and order of capital preference. The capital selection will be reported and play will then proceed per the Normalplay rules listed below.

#### Normal Play

Each turn will be broken into two order/report sections. The first order section will be phase 7 of the previous turn through phase 3 of the current turn. The first report will cover these orders. The second order section will be phases 4 through 6. The second report will cover these orders plus indicate the cards drawn during the next turn's phase 1.

The phases are outlined in the Sequence of Play on the Player Mats. The orders for each mailing are to address anything which may occur during those phases. Orders can be made conditional on any information you would know already in a face to face.

#### Special Notes:

1. You must indicate orders (conditional or not) for buying an extra card with "Urban Ascendancy" with your second order section. The card draws in PBM are in a nonstandard position but this is required so you know what cards you have for phase 3. Hopefully the advantage of knowing information early will be balanced out by everyone having it and having the chance to purchase "Urban Ascendancy" and cards.

2. The first order section should include conditional lists for provinces lost in case of War. If no orders are given, the decision will be left to Me Nar.

3. Since Purchases and Expansion are resolved in one order phase, players should consider writing conditional orders to handle "Holy Indulgence" and "Cathedral".

4. Expansion orders should include information about how many times to attack provinces if not successful on the first try.

--PBM system by Dennis Cain, adapted by Andy Lewis



# DUNE

## Fremen Retake Sietch Tabr!



### TURN 8/9

#### THE CAST

ATREIDES (Fisher): KH, 2L, 14S, 3C, 8T @ Arrakeen, 6T @ Celago North(s3).  
 EMPEROR (Deb Osborne): 62S, 2C, 6T & 3\* @ Habbanya Ridge Sietch, 2T @ Polar Sink, 5T @ Habbanya Ridge Flat(s18).  
 FREMEN (Anderson): 11S, 4C, 8T & 3\* @ Sietch Tabr.  
 GUILD (Wilson): 76S, 4C, 6T @ Tuck's Sietch, 1T @ Sietch Tabr.  
 HARKONNEN (Bryden): 8S, 8C, 5L, 8T @ Carthag, 4T in Broken Land(s12), 1T @ False Wall East (s??).  
 IX (Narhi): 53S, 4C, 10T @ Great Flat, 5T Shield Wall.  
 TANKS: 4A, 9F, 6G, 4H: Lady J. B Raban, G Halleck, Colonel, Count Fenring, Jamis, Stilgar.

#### TURN 8

7. COMBAT: G (1T @) vs F (8T & 3\*) at Sietch Tabr.

F plays the "Ghola Titelaxu" card to revive Stilgar, then plays "Cheap Hero", 7S, and dials 7. G eschews using his ally's prescience and plays Guild Rep (1). "Ellaca Drug", "Trip to Gomont", 0S, and dials "1/2". F wins battle 7-1/2. All cards played are discarded; F loses 7T, G 1T. F collects 1S for the Guild Rep who goes directly to the Tanks.

8. SPICE COLLECTION: I collects 10S. H collects 8S in Broken Land and 2S for Carthag. A collects 2S for Arrakeen. G collects 1S for Tuck's Sietch.

#### TURN 9

1. The STORM moves from Sector 8 to Sector 13 wasting 4 Harkonnen tokens in Broken Land. The Weather chit is \_\_\_\_\_.
2. SPICE BLOW: Celago North(8) and Wind Pass North(8) have spice blows. Habbanya Erg still has 8S. The top Spice card is \_\_\_\_\_.
3. BIDDING: There are 4 cards available. They are: \_\_\_\_\_.

Due next time are orders for any voluntary actions from Turn 9 Bidding to Turn 10 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 16S, 3C, 8T @ Arrakeen, 6T @ Celago North(s3).  
 EMPEROR (Deb Osborne): 62S, 2C, 6T & 3\* @ Habbanya Ridge Sietch, 2T @ Polar Sink, 5T @ Habbanya Ridge Flat(s18).  
 FREMEN (Anderson): 5S, 2C, 1T & 3\* @ Sietch Tabr.  
 GUILD (Wilson): 75S, 2C, 6T @ Tuck's Sietch.  
 HARKONNEN (Bryden): 18S, 8C, 5L, 8T @ Carthag, 1T @ False Wall East (s??).  
 IX (Narhi): 63S, 4C, 10T @ Great Flat, 5T Shield Wall.  
 TANKS: 4A, 16F, 7G, 8H: Lady J. B Raban, G Halleck, Colonel, Count Fenring, Jamis, Guild Rep.

### STELLAR CONQUEST

JAMES T KIRK--Due next time are orders for Combat 29, and Movement 30-32.

WILLIAM T. RIKER--Coming to a corner of a galaxy near you!



# BRITANNIA

Turn 13  
935-985 A.D.



## The Cast:

PURPLE: Paul Zieske  
GREEN: Peter Boyum

BLUE: Chuck Hanns  
RED: David Anderson

## The Board:

WELSH (2.5): 2A @ Dyfed, Gwent, Powys.  
 PICTS (0.5): 2A @ Alban, Caithness, Dalraids, Skye.  
 CALEDONIANS (2.5): 2A @ Hebrides, Orkneys.  
 IRISH (1): 2A @ Gwynedd; 1A @ Clwyd.  
 SCOTS (1): 2A @ Dunedin, Lothian, Strathclyde.  
 NORSEMEN (1.5): 3A @ Galloway; 4R @ Icelandic.  
 DUBLINERS: 5A @ Irish, 1A @ Cumbria.  
 DANES: 4A & Bros @ Lindsey; 3A @ N Mercia; 2A @ North, S Mercia; 1A @ Essex, Norfolk, Kent, Suffolk.  
 SAXONS (1.5): L & 2A @ Cornwall; 2A @ Devon, Downlands; 1A @ Avalon; L @ ?.  
 ANGLES (1.5): 2A @ March, Pennines, York; 1A @ Bernicia, Cheshire.

## Turn 13

Danes receive 7 votes for Bretwalds. Angles get 5, Dubliners 3, and Norsemen 2. There is no Bretwalds.

WELSH (2.5): Grow 2 Pop Pts. Grow 1A @ Gwent. 2A Gwent-Hwicce-Avalon (6.3:6 -1 Saxon, 1 Welsh).  
 PICTS (0.5): Grow 2 Pop Pts. 1A Dalraids-Alban, 1A Alban-Mar, 1A Alban-Moray.  
 CALEDONIANS (2.5): Grow 1 Pop Pt. Add 1A @ Hebrides. 1A Hebrides-Skye (2:3.1; 6:5.4 -1 Caledonian, Pict).  
 IRISH (0.5): Grow 1.5 Pop Pts. Hold.  
 SCOTS (2): Grow 2 Pop pts. Add 1A @ Lothian. 1A Lothian-Bernicia (3:3 Angle r-Pennines).  
 NORSEMEN (1.5): Grow 0.5 Pop pts. 4A Icelandic-Hebrides (6.4.1.1:6.4; 6.4.3:4 -2 Caledonians, -1 Norseman). 2A Galloway-Cumbria (6.3:4 -Dubliner). Score 1.5 tourist VP.  
 DUBLINERS: Grow 0 Pop pts. 3A Irish-Atlantic-Avalon (5.5.4:5 -1 Welsh, 1 Dubliner), 2A Irish-Cumbria (4.1:1.1 2 Norsemen r-Galloway).  
 DANES: Bros retire. Grow 6.5 Pop pts. Add 1A @ Kent & Essex. 1A Kent-Sussex-Wessex, 1A Essex-Wessex, 1A N Mercia-Hwicce, 1A N Mercia-York, 3A Lindsey-York (6.5.4:8.2 -2 Angles, -1 Dane), 2A North-Bernicia (6.2:4 -1 Soot).  
 SAXONS (1.5): Grow 1.5 Pop pts. Alfred dies. Place Edgar and 1A in Devon. 2/A.L Devon-Gwent (6+1.3:2 -1 Welsh), 1A Cornwall-Devon, 1A Downlands-Wessex (4:1.6:2 -1 Dane).  
 ANGLES (1): Grow 2.5 Pop pts. Add 1A @ March. 3A Pennines-Bernicia (5.2.1:6.2; 4.3.5; 4:5 -3 Angles, 1 Dane), 3A March-Cheshire-Pennines.

## TURN 13 VP:

Green: Welsh (3) + Caledonians (2) + Danes (17) = 22. Red: Irish (1) + Norsemen (4) + Saxons (4) = 9. Purple: Scots (4) + Dubliners (4.5) = 8.5. Blue: Picts (6) + Angles (4) = 10.

The Danes are King in Turn 14 (+4 VP & 1A). Due next time are placement of the King's men and orders for Turn 14.

Score: Green 98.5, Red 70.5, Blue 63, Purple 62.5.

## The Board:

WELSH (1.5): 2A @ Dyfed, Powys.  
 PICTS (2.5): 2A @ Caithness, Skye; 1A @ Alban, Dalraids, Mar, Moray.  
 CALEDONIANS (0.5): 2A @ Orkneys.  
 IRISH (2.0): 2A @ Gwynedd; 1A @ Clwyd.  
 SCOTS (1): 2A @ Dunedin, Lothian, Strathclyde.  
 NORSEMEN (2): 3A @ Galloway, Hebrides.  
 DUBLINERS (0): 3A @ Irish, 2A @ Avalon, Cumbria.  
 DANES: (0.5): 3A @ York; 1A @ Bernicia, Essex, Hwicce, Kent, Lindsey, Norfolk, N Mercia, S Mercia, Suffolk, Sussex; Canute & 6? A @ Fristan.  
 SAXONS (0): 2A, L @ Gwent; 1A @ Cornwall, Devon, Downlands, Wessex.  
 ANGLES (0.5): 3A @ Pennines; 1A @ Cheshire.

LEGEND: A = army, L = leader, R = raider, (#) = population points, r-??? = retreats to ???.



**MAGIC REALM**  
**Dragon Steaks!**  
**Bennie Finds Cairns!**  
**EVENING 23 / DAY 24**



**THE CAST:**

Dave Anderson: Bennie the Berserker  
 John Butitta: Willie the Pilgrim  
 Marcel Carbonneau: Amber Rose the Amazon (deceased)  
 Don Chinnery: Rasl the (optional) Wizard (deceased)  
 Dan Farrow: Simplemo the Sorcerer (aka Misty, deceased)  
 Dan Osborne: Smaug of the Dark Helmet, a Black Knight  
 Debbie Osborne: Thorn of the Grotto, an Amazon (deceased)  
 Sylvan the (optional) Druid (deceased)

**EVENING 23**

AT BL6: Willie plays FIGHT M2\*\* in the charge box and eschews maneuvering; he thwacks the Dragon using his 'T strength'; the TF dragon swings/dodges M3/4 while it's head chargees T3! Willie strikes first due to weapon length and undercutting the dragon's dodge 4. Willie scores 12 F & N and fatigues his FIGHT M3\* hit.

**MONSTER ROLL = 6**

MONSTER ROLL = 5  
 Willie @ BL6: S(Locate 6, 4 - nothing), S(Locate 3, 2 - passages & clues). Reveal Smoke C, Hoard 6.  
 Smaug & Robin @ Inn: H(5, 5 - y), H, H, H  
 Bennie @ Cr2: H(3, 2 - y), MCr5, MCr6, S(Locate 4, 2 - chits - found Cairns & Amber Rose's pile of stuff). Reveal Flutter 2, Patter 2, Patter 5, Cairns 5, Roar 6.

**COMBAT:** Smaug and the Rogues (3) coexist.

Due next time are orders for Evening 24 and Day 25.

**DEAD PILE:** Ralph, Roger & Raoul. Ponies BHQ & B2-B5. H dragon, two H flying dragons, three H spiders, one T spider, three bats, two axe-goblins, TF dragon.

**BOARD NOTES:**

Nut Woods, Cliff, and Caves are enchanted. One bat is at DW1; two bats are at C16. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. The Altar is at Rul. The Lost Castle is at Cr1. Two ghosts haunt DV2. The Pool is at Cs6; a short sword, helmet, and breastplate are at Cs4 and Cr5. There is a T dragon at C12. The Hoard is at BL6. The Small Campfire, the Woodfolk, & the Bashkars are at NW5. Cr5 has the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW4. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine & a six-pack of spear goblins is at HP4. The Statue is at Cn2. A giant is at Cr6. Four axe-goblins are in HP5.

**BALKAN WARS VI**  
 A DIPLOMACY Variant

1. Where not otherwise specified, the rules of standard DIPLOMACY apply.
2. The six powers and their starting units are:
  - ALBANIA: Choice Tirana, Choice Montenegro, Choice Valona
  - BULGARIA: A Sofia, F Varna, A Plovdiv, Choice Thrace
  - GREECE: Choice Athens\*, A Solonika, F Sparta
  - RUMANIA: A Bucharest, A Galati, F Constanta
  - SERBIA: A Belgrade, A Niš, A Skopje
  - TURKEY: A Constantinople, F Izmit, F Smyrna
 \*Athens, due to the Corinth canal, is a single-coast province
3. There are 26 supply centers (19 home, 7 neutral). Victory condition: 14 Supply Centers.
4. A Power can build new units in ANY unoccupied Supply Center she owns. Serbia may build fleets in Croatia when she owns that space.
5. The Game starts with a special Winter 1909 build turn for Albania, Bulgaria, and Greece for their "Choice" units. Builds in this winter turn, as in all winter, are simultaneous. The Game then starts in Spring 1910.
6. Fleets in Bessarabia or Constanta may move and support, via the Danube River, into Galati, and vice-versa. Fleets can be built in Galati. Danube is NOT a space. Fleets remain in the regular provinces.
7. Direct passages: There are several Direct Passages across narrow bodies of water which may be used by both armies and fleets without interfering with the passage of fleets between adjacent sea spaces.

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#### THE BOTTOM LINE

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